TO PLAY THE GAME

1. Turn TELSTAR switch to OFF. Select game cartridge desired. **BE SURE CARTRIDGE IS SECURELY LATCHED.** Catridge supplied includes 3 games: **Road Race, Tennis** and **Quick Draw.** (Other cartridges available.)
2. Adjust color controls of your TV set FOR NORMAL VIEWING CONDITIONS.
3. On some sets it may be necessary to adjust the **"HUE" or "TINT"** control to obtain game colors. If this is necessary on a TV with AUTOMATIC COLOR CONTROL, THIS CONTROL SHOULD BE TURNED "OFF".

SPECIAL INSTRUCTIONS: (FOR BLACK AND WHITE SETS ONLY) Do NOT turn "brightness" and "contrast" levels up to a maximum bright position. Failure to shut off game when not in use or lengthy, uninterrupted usage with "brightness" and "contrast" levels turned up to maximum bright or white could result in a faint game image remaining on the screen when set is turned off. Such a faint image would not cause any impairment to normal TV program viewing. SHUT TELSTAR OFF WHEN NOT IN USE.

ROAD RACE

Game position **1.**

To start game — turn power ON.

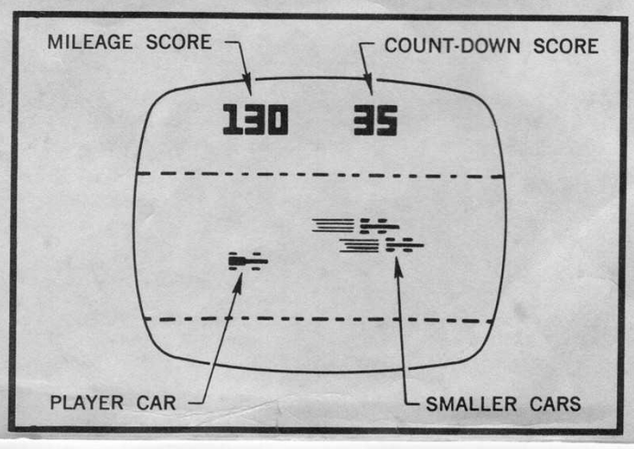
1. Push gear shift up to **1** gear (low gear).
   YOU MUST ALWAYS START IN LOW GEAR 1.
   Player car (at left) is stationary and small cars move from left to right.
2. **Press RESET BUTTON ONCE after small cars appear.**
   AT START OF RACE
   - **A. Player car** at left will now appear to move from left to right. **ONLY** if SHIFT LEVER is in **1** gear.
   - **B.** Mileage score (upper left score) is now "00". (Miles traveled) Crashes stop the mileage counter.
   - **C.** Time count-down is now "99" and counts down. (Seconds left) Count-down timer continues.
   - **D. Player car** at left will **appear** to accelerate until it passes smaller cars. Use steering wheel to avoid crashes. Keep your car **on the road.** Driving on the shoulders is "illegal."

   The faster you go, the more mileage you score. (left display)

   Time count-down continues until you run out of time. (right display = "00")

   Shift into **2** gear (high gear) for faster speeds and higher scores.
3. AFTER CRASH, YOU MUST BE IN **1** GEAR TO RESTART. CAR WILL NOT START IN **2** GEAR. NOTE THAT CARS WILL GO IN REVERSE DIRECTION AFTER EACH CRASH. THERE IS ALSO A 3-6 SECOND PENALTY, SO DRIVE CAREFULLY!

   At end of the race, both score and player car blink. To RESTART race, press RESET, wait for little cars, then press RESET again.



DRIVING SCORE

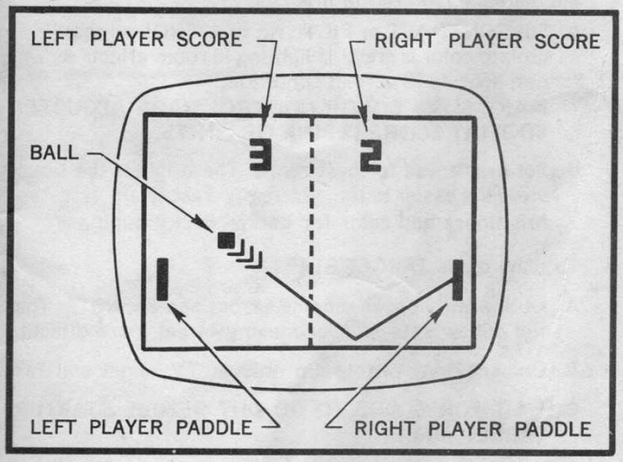
Under 70 - Get off the road
Over 80 - Learners Permit
Over 100 - Taxi Driver
Over 150 - Race Car Driver
199 (maximum score) CHAMP
NOTE: If you reach 199, score resets to 100 then continues.

TENNIS

Game position **2.**

To start game — Turn power ON.

1. Set SKILL SWITCH to either **1** (Pro) or **2** (Beginner). THIS EFFECTS THE BALL SPEED.
2. Make sure both paddles are within the court. Game will not RESET unless both paddles are within the court.
   Ball **ALWAYS** serves from **ONE OF THE PADDLES** and, therefore, must be visible on the court.
3. For **TIME OUT,** merely move the serving paddle **OFF** the court. The ball will only serve when you move the paddle back on the court.
4. **SLAM FEATURE:**
   Slam button puts **"English on the ball".** It operates only for the player who has last hit the ball.
5. Score appears only after a point is scored (when ball reaches player's back line).
6. **END OF THE GAME:** the first player to reach **"21". Score Blinks.**
7. To play new game, press **RESET** once to reset score. Wait a few seconds, then press **RESET** again to serve ball.

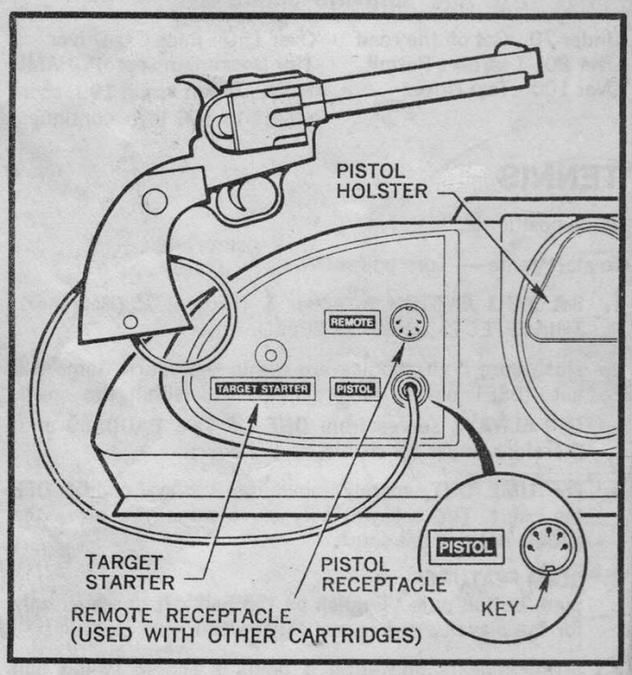


QUICK DRAW

Game position 3.

To start game — turn power **ON.**

1. **Make sure** pistol connector is inserted firmly in socket on console. **BE SURE TO ALIGN CONNECTOR PROPERLY WITH KEY. DO NOT FORCE CONNECTOR IN PISTOL RECEPTACLE.**
2. **Make sure pistol is in HOLSTER.**

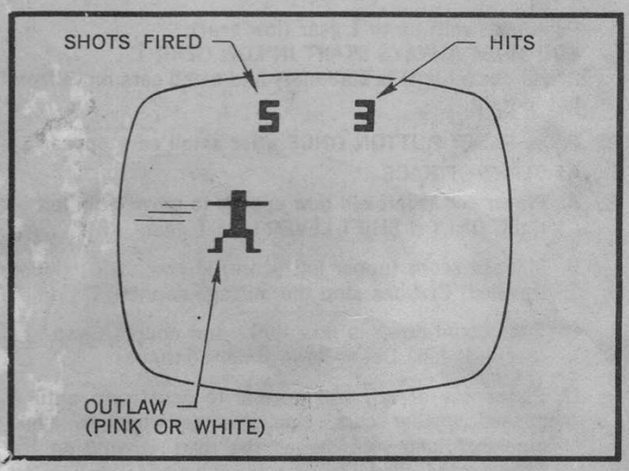


(DO NOT COCK PISTOL, FIRE USING TRIGGER ONLY)

3. Press **RESET** and Score will stop blinking. Game is now ready to play.
4. **Pistol Adjustments.** Firing range of pistol depends on TV size and control settings. The smaller the TV, the closer the distance required to fire.
   - **A.** Set CONTRAST or PICTURE CONTROL so that background color is grey. If lighting in room affects scoring, dim lighting to correct condition. **MAKE SURE COLOR CONTROLS ARE ADJUSTED SO THAT SCORE IS PINK OR WHITE.**
   - **B.** Set brightness for best range. The brighter the target area, the easier to hit. To really test your skill, set brightness and color for darker background.
5. To play, press **TARGET START.**
   - **A.** Outlaw will appear running across screen. NOTE: That the outlaw gets smaller making target more difficult.
   - **B.** Quickly draw pistol, aim only at TV target and fire.
   - **C. WAIT FOR SCORE TO GO OUT BEFORE STARTING TARGET AGAIN.**
   - **D.** Replace pistol in holster, press **TARGET STARTER,** draw pistol, aim and fire.
   - **E.** Score on **left** is the number of **shots fired.** Score on right is the **number of hits.**
   - **F.** Game is over when **21** shots have been fired and score blinks.

   To start new game, press **RESET TWICE.** Press once to clear screen. Press again and score will stop blinking. Put pistol in holster, press TARGET START.

   NOW TEST YOUR SKILL — GOOD SHOOTING.



ARCADE CARTRIDGES FOR ADDED PLAYING ENJOYMENT

NOTE: Game position **4** and **REMOTE RECEPTACLE** are not used with this cartridge

PURCHASE THESE ADDITIONAL TELSTAR™ CARTRIDGES FROM YOUR LOCAL TELSTAR DEALER. (OR ORDER DIRECT FROM COLECO)

CARTRIDGE NO. 2

Play 8 games- TENNIS, HOCKEY, HANDBALL and TARGET for 1 to 4 players.
Comes complete with remote controls.

CARTRIDGE NO. 3

Play 6 games-4 PIN BALL (BONUS and DELUXE) and 2 TARGET (SHOOT THE BEAR and SHOOTING GALLERY) for 1 or 2 players.

. . . . More on the way!